

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching Involuntary movements

Loss of awareness Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- · Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the
 correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



EVERYONE COMIC MISCHIEF

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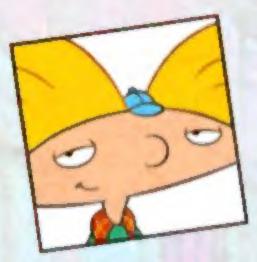
THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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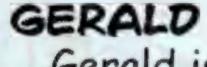


THE HEY ARNOLD! GANG



ARNOLD

Arnold, who lives in a boarding house with his grandparents, always tries to be a hero by taking risks to right wrongs whenever possible. Sometimes Arnold runs into trouble, but somehow, he manages to get out of his messes — with a little help from his friends.





Gerald is Arnold's best friend. Whenever Arnold has his head up in the clouds, Gerald can always bring him back down to earth. Gerald doesn't sugarcoat his words. He just calls 'em as he sees 'em. Arnold knows he can count on his friend Gerald to stand by him no matter what.

GRANDMA



Arnold lives with Grandma and Grandpa, who love him very much. Grandma is where Arnold gets his wild imagination — and his moral code. She used to be a librarian, so Grandma loves stories and adventures. Sometimes she invites Arnold to join in on her wild adventures. Even though Arnold gets embarrassed by her antics, he learns a lot from Grandma.

GRANDPA



Grandpa is the voice of reason. Whenever Arnold has a problem, he goes to Grandpa for advice. Sometimes, Grandpa tries to get in on the action — it's just that he's not physically able to help much. Of course that doesn't stop Grandpa from having fun scaring the heck out of Arnold and his friends with his crazy stories.

HELGA



Never cross Helga, or you might live to regret it! She's the bully who runs the entire fourth grade class with an iron fist. Helga is always in control: cool and tough as nails, except when it comes to one thing... Arnold. Of course, if anyone ever found out she had a soft spot for Arnold, she would probably die of embarrassment. Helga spends a lot of time making sure everybody thinks she hates the little football head!

SAVE THE NEIGHBORHOOD

Arnold and his friend Gerald were playing together when they spotted two big helicopters, owned by Future Tech Industries (FTI), roaring overhead. A large crowd gathered down the street to listen to a press conference. "The mayor has made an important announcement," said the reporter, "She just made a deal with the Chief of Future Tech Industries, Mr. Scheck, to demolish the neighborhood and build a new giant mall — home of Super Beeper Emporium." The shocked crowd was very unhappy to hear the news because it meant they would all lose their homes and their neighborhood.

The next day, Arnold heard a lot of commotion outside and ran to his window to see what was happening. The neighbors were all watching as a giant TV was being lowered over the abandoned house across the street from Arnold's boarding house. The abandoned house was now covered with signs that read "Property of Future Tech Industries — Scheck Mall-Plex Headquarters." The top of the TV was marked "Scheckvision," and it displayed a message that read, "It's time for a New World. Out with the old, in with the new. I have seen the future and it's Future Tech Industries!" The TV also displayed a countdown letting everyone know exactly how many days were left before Future Tech Industries would begin destroying the neighborhood — "30 days" and counting.

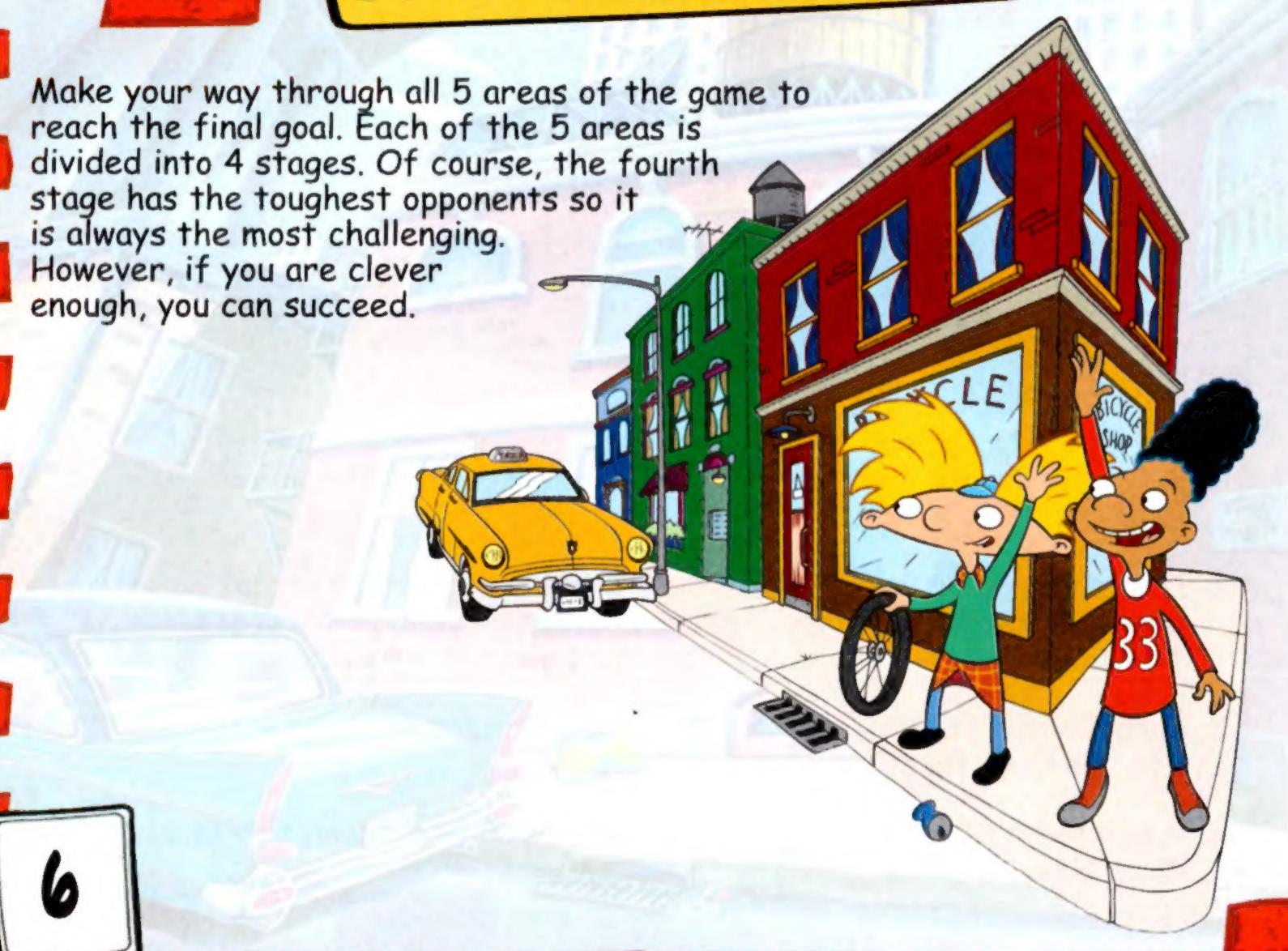
Now it will be up to Arnold and Gerald to save the neighborhood, with some help from Grandpa, Grandma and the mysterious "Deep Voice." They'd better hurry — there's not much time!

SET UP



- 1. Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.
- 2. Insert the Game Pak of Hey Arnold! The Movie™ into the slot on the Game Boy Advance. To lock the Game Pak in place, press firmly.
- 3. Turn ON the POWER switch. The credit screens will appear (if you don't see them, begin again at step 1).
- When the title screen appears, press START to proceed to the Main Menu.





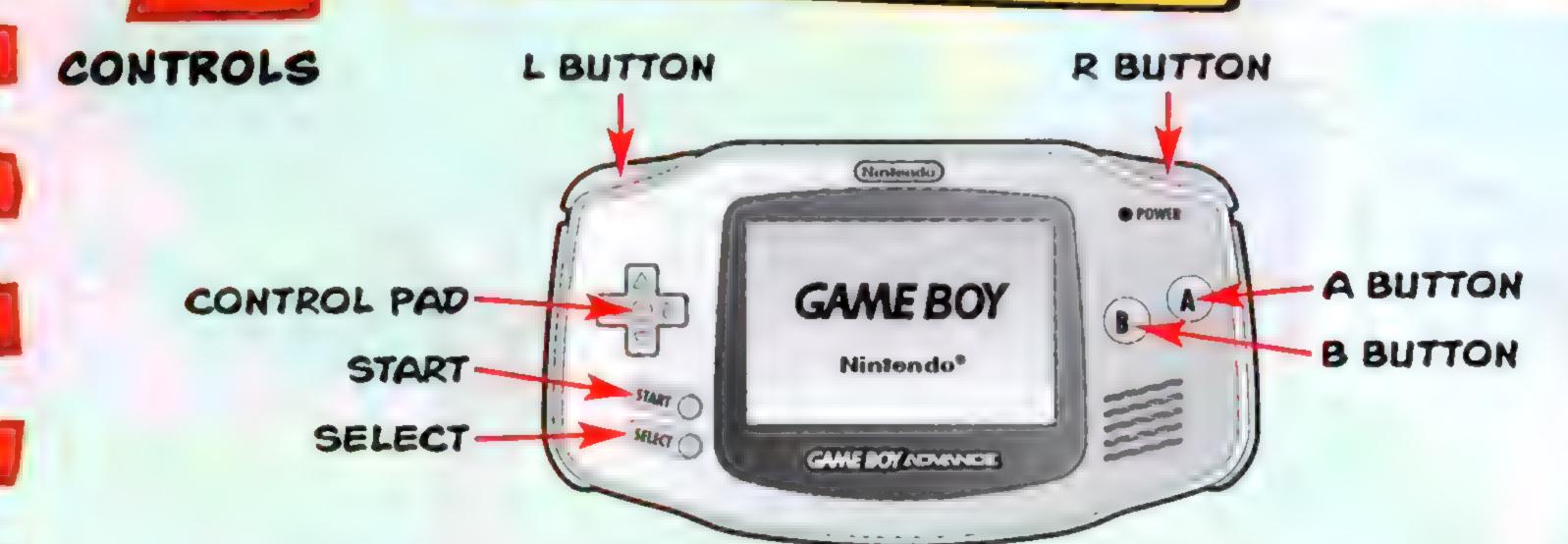
MAIN MENU

Begin a new game, or use a password to continue with an existing game.

- START GAME Press START to begin a brand new game of Hey Arnold!
 The Movie™.
- PASSWORD Use a password to continue where you left off. See page 15 to find out how.



PLAYING A GAME



BUTTON	ACTION
Control Pad Left/Right	Run, Duck, Jump
Control Pad Up/Down	Enter doorways/Stairways/Ladders,
	Placement of items
A Button	OK/Jump
B Button	Go back/Attack
R Button	Sliding nudge
L Button	Toggle between available weapons
START	Start game, Pause/Unpause



Play as Arnold, Gerald, Grandma and Grandpa throughout different stages of the game. Finish the game with enough "Gold Tomatoes" and replay the entire game with the mysterious character "Deep Voice." They all have the following moves:

 Move left, right, up and down (even climb ropes, pipes, and ladders)

- · Jump
- · Crouch
- · Pick up items
- · Use elevators and stairways
- Open doors
- · Use moving platforms

PICK-UPS / WEAPONS / POWER-UPS

Arnold and his friends will find items scattered around the levels that they can use to fight their foes, increase their health and earn more points.



FOOTBALLS

If you can collect 100 Footballs, you'll earn an extra try.



HEARTS

The health of a character is seen as five health Hearts at the top left-hand side of the game screen. The Hearts will be scattered on all the levels, so collect as many as you can. Some of them will be hidden, so keep your eyes peeled!

SMALL HEARTS: Will replenish one of the five health Hearts.

LARGE HEARTS: Will fully recover the player's five health Hearts.



KEYS

Many of the doors in the game are open, but some are locked. Look for the keys to open the locked doors.



GOLD TOMATOES

There are a total of 20 Gold Tomatoes hidden in the game — one in each stage. Keep track of how many you have by checking the Stage Select Screen. Gold Tomatoes will be pictured next to the stages where you found them. Once you've collected a Gold Tomato from a certain stage, you won't find another if you replay that stage. When you succeed in collecting all 20, you'll be able to replay the entire game as the mysterious character "Deep Voice."

WEAPONS

• GUM: It sticks to your opponents and slows them down.

· RED TOMATOES: These will knock your opponents down for a few seconds.

· BASKETBALLS: They will bounce the enemy completely off the screen!

• TEETH, TOILET PAPER: It causes your opponent to faint for a few seconds.

· POWER-UP: All player weapons now have enhanced power.

POWER-UPS

You will have to break open the treasure chests to get the power-ups hidden throughout the game. Power-ups take effect as soon as you find them.

· I-UP

Adds one player chance (maximum of 9 chances)

· SPEED-UP

Increases player's speed

- JUMP-UP

POWER-UP

Allows player to jump higher Player weapons will prolong the stun period or knock opponents completely off the screen

ENEMIES I WEAPONS

Don't touch any of these or it'll cost you one of your valuable health Hearts!

CHARACTERS: Scheck, Nick, Chief Security Guard, Prison Guard, Scheck's Bodyguard, Scheck's Henchmen, Construction Workers, Jailers, Dogs, Bats, Rats, etc.

WEAPONS: Donuts, Bubbles, etc.

FIXED ITEMS: Laser Beams, Security Cameras, Cans, Bottles, Light Bulbs, Waterfalls, Water Drops, Fans, Electrical Fields, Sharks Teeth, etc.





CAME SCREENS

AREA SELECT SCREEN

Select 1 of 5 different Areas. When you begin, only Area 1 will be available, then Area 2 and so on. You can only jump around from one Area to the next if you have visited those Areas before, or if you use the proper password for entry.





STAGE SELECTION SCREEN

Select from the 4 different Stages in the Area. You will begin the game with Area 1, Stage 1. Later you can jump around to other Stages if you've visited them before, or by using the right password. The Stage Select screen shows you the following three things: Area Stages that are available (if grayed out, then that stage is currently not available), the playable character for that stage, and whether or not you have collected the Gold Tomato for that stage.

STORYLINE SCREENS

Before and after each Stage, Storyline Screens will appear to let you know your goals for the next Stage. To advance the Storyline Screens, press the A Button when necessary.





IN-GAME SCREEN

This screen displays the following tracked information:

- · Character health, 1-5 Hearts
- Football collection, 0-100 Footballs
 Collected items, if any
 Currently selected weapon

- · Remaining chances



PAUSING THE GAME

- Continue to resume current game, or press START again.
- · Exit to exit the current stage.
- Retry to retry the current stage from the beginning.
- Password to obtain the current password for the location attained and the items currently obtained.
- · Power-Ups highlights the power up icons currently available.





PASSWORDS

If you enter the correct series of letters, numbers, punctuation, and symbol characters you can continue with an existing game from the last level completed. You can start the game again from right where you left off!

LEVELS

AREA I: ARNOLD'S STREET

Arnold and Gerald have lots of obstacles to overcome as they begin their adventure to save the neighborhood. They have to gather all their friends, get the word out and throw a giant block party! Explore every Area and remember to open all the doors. You never know what might be on the other side — maybe just the help you need!



Stage 1-1: Arnold has to locate and collect all his friends. Be sure not to leave anyone behind or you won't be able to move to the next level. Besides, Arnold will really need their help, if he hopes to defeat Scheck.

Hint: After you throw bubble gum on your opponents, use the R Button to nudge them off the screen.

Stage 1-2: Gerald has to deliver party flyers to everyone in the neighborhood. Be sure to put a flyer in every mailbox. If you run out, you'll have to find Arnold to give you more!

Hint: If you run into any opponents, throw the flyers at them to knock them down.



Stage 1-3: Gerald needs to get to the block party. Better get going and watch out for all of the obstacles that stand in your way! Hint: To use the balloons, you'll need to dislodge them from the canisters. Stage 1-4: Arnold must avoid police cars, defeat Scheck's Chief Bodyguard and make it to the Block-a-Palooza party. Don't get hit by the water cannons on your way, or you'll never make it! OPPONENTS · Scheck's Henchmen · Dogs Sewer Rats Bats Construction Worker · Scheck's Chief Bodyguard

AREA 2: NICK'S LIVING ROOM

The block party was foiled, but Arnold isn't about to give up. There's got to be another way! Maybe there's a secret to saving the neighborhood, buried somewhere in its own mysterious past. Help Arnold and Gerald uncover the clues they need. Better get moving. There's no time to waste!

Stage 2-1: Arnold has to locate the 5 "Tomato Incident" photographs. Once you find all the pictures, you can count on Grandpa to help you figure out what to do next. Look out! There are pigs, cats, and dogs all over the place!

Stage 2-2: Sheesh! The Federal Office is guarded. Gerald has to sneak in to search for documents. Be careful!







Stage 2-3: If only Gerald can find Bridget. Take elevators to other floors by pressing Control Pad UP, and remember to stay alert. You've got to watch out for unexpected drops in the floor and lightning bolt machines. Oh, and try not to get squashed by the stomping presses. Ouch! Stage 2-4: If Arnold can find and defeat Nick, he will be able to get the key. It's important to remember that the skylights are breakable. This can be a very bad thing, but sometimes falling through a skylight can be the best way to get where you are going! Hint: If the platform doesn't rise, make sure the Clock is set to the right time! OPPONENTS · Scheck's Henchmen Rats Nick · Bats Birds · Pigs · Cats · Dogs

AREA 3: TUNNEL

Arnold and Gerald aren't the only ones working to save the neighborhood. Grandpa and Grandma won't give up without a fight either. They all have their own crazy and unique styles, but if they pull together, they can get the job done!

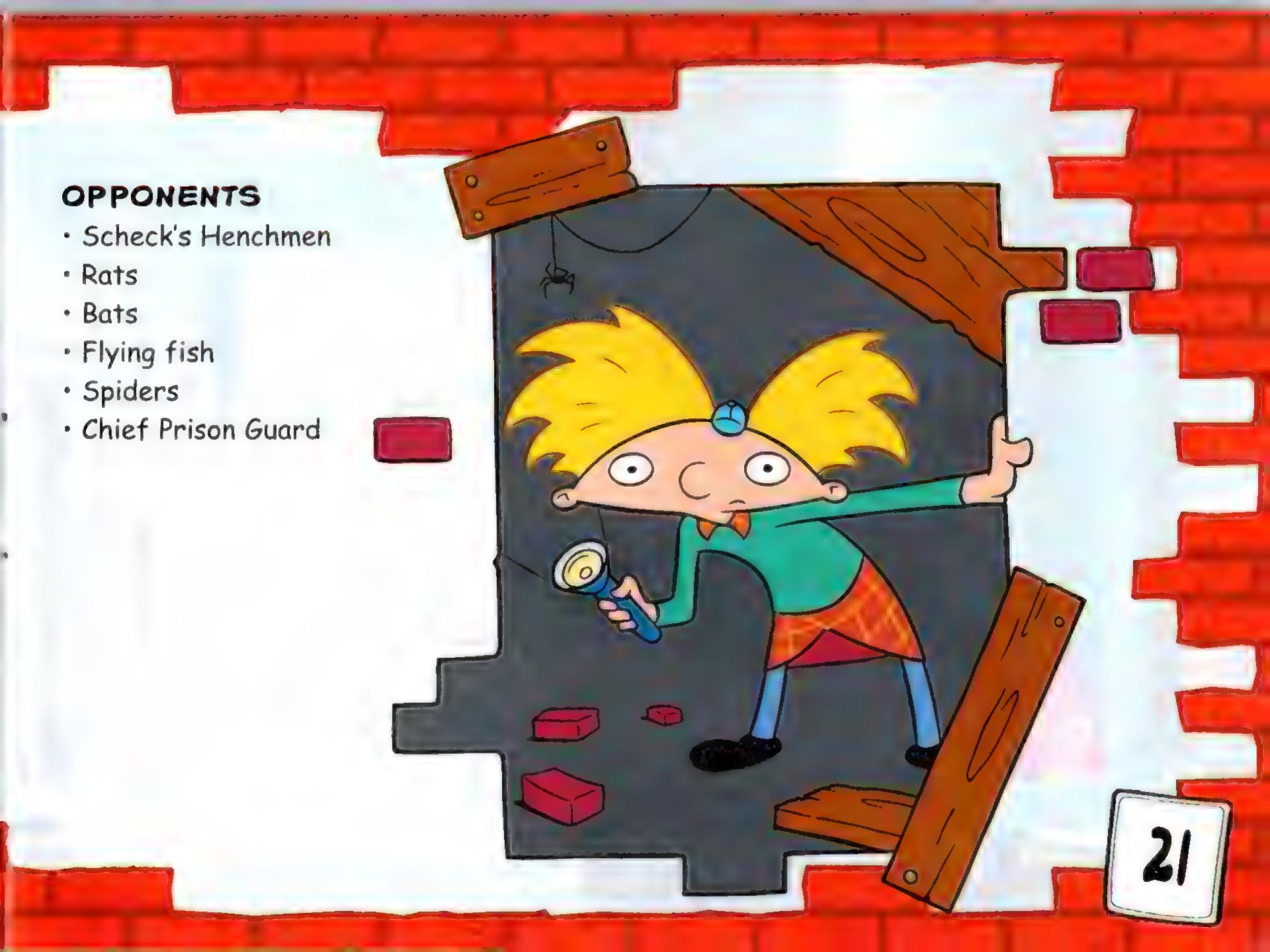
Stage 3-1: Grandpa gives it all he's got, attacking enemies in the tunnel. Look out for water dripping from leaking pipes.

Stage 3-2: Grandpa needs to plant 5 crates of dynamite on the spots marked with squares. Careful Grandpa!

Stage 3-3: Grandma is making a bold attempt to escape from prison. It looks like she's off on another adventure. Go Grandma! You can do it!

Stage 3-4: Now Grandma must defeat the Chief Prison Guard! Her freedom is in your hands!

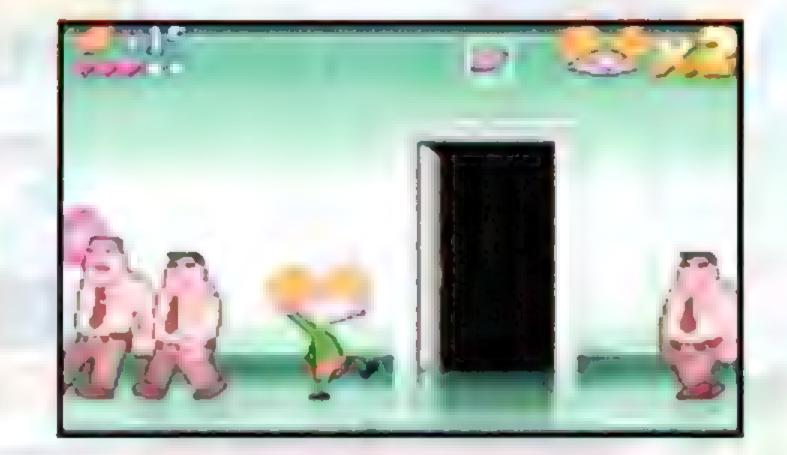




AREA 4: FTI BUILDING

Now that you've got the key, it's time to get the goods. If Arnold and Gerald can gather all the evidence, they can put an end to Future Tech Industries' plan to demolish the neighborhood. Be careful, things aren't always what they appear to be.

Stage 4-1: Gerald has to find the safe deposit box room. Be careful. Security is tight and there are guards all over the place!



Stage 4-2: Gerald must find 5 documents hidden within 50 safe deposit boxes. It's a big job, but don't give up the search. They could be anywhere!

Hint: Press Control Pad UP to open the safe deposit boxes.

Stage 4-3: Arnold has to find his way through the FTI building to the Security Monitor Room. He must get that videotape! It's exactly the evidence he needs to save the town. Be careful, Arnold!

Stage 4-4: Arnold has almost escaped from security when he runs straight into the Head FTI Security Guard. Don't give up too easily. Remember, the neighborhood is counting on Arnold!

OPPONENTS

- · Guards
- · Scheck's Henchmen
- · Head FTI Security Guard
- · Birds
- · Guard Dog

AREA 5: CITY STREET

As soon as Arnold gets out of the FTI building, he and Gerald can make their way back to the neighborhood before it's too late. It's only a matter of time now, before they can finally put a stop to Scheck and his destructive plans, once and for all!

Stage 5-1: Arnold has to get out of the FTI building. Watch your step and avoid falling through any obstacles!



Stage 5-2: Gerald is driving the bus back to the neighborhood. There's just one problem: Gerald can't drive! Looks like you're in for a wild ride!

Stage 5-3: Once again Arnold needs help from Bridget. As you look high and low, make sure you've "switched" to the right platform. Bridget has got to be here somewhere!

Stage 5-4: Arnold is closing in on Scheck. Don't get too close to the detonation charge boxes. Accidents can happen, you know. Scheck is out there and he is angry. Come on, Arnold. Save the neighborhood! OPPONENTS · Scheck's Henchmen • Guards Scheck · Bees/Beehive

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Senior Manager, Creative Services:
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Masao Kuwabara Masakazu Ishikawa Mitsuhiro Niioka Masakazu Ishikawa Takashi Ikegami Toshihiko Yurumi Mari Aota Tomoyoshi Sato

Michael Rubinelli **Brian Christian** Steve Baldoni Mark Morris Josh Austin Jeremy S. Barnes Monica Vallejo Mike Korpi Ryan Winterholler Michael Kafity Peter Dille John Ardell **Danielle Conte** Ed Lin **Howard Liebeskind** Kathy Helgason Melissa Roth

Instruction Manual:
Director of Business Development:
Business Development Coordinator:

Translator:

Package and Manual Design:

Special Thanks:

Nickelodeon Interactive:

VP Nick Media Products:
Senior Director, Nick Media Products:
Director of Marketing, Nick Interactive:
Coordinator, Nick Media Products:
Marketing Coordinator:

Herb Scannell
Albie Hecht
Julia Pistor
Steve Keller
Manny Galan
Deb Bart
Eric Squires
Geoff Todebush
Chris Horton
Deb Krassner

Claudia Hamilton Yoji Takenaka Atsuko Otani Tamami Oduor

Bryan Frodente Beeline Group

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